

The cover art for Klonoa 2: Lunatea's Veil features the titular character, Klonoa, in a dynamic pose. He is a small, white, bird-like creature with large, expressive eyes, wearing a blue cap with a yellow circular emblem and a blue tunic. He is holding a golden staff with a green gem at its tip. Klonoa is shown from the waist up, with his legs spread wide, wearing large red shoes with white soles. The background is a rocky, mountainous landscape with a bright, hazy sky. The title "KLONOA 2" is written in a stylized, blue, blocky font with a yellow outline, and "Lunatea's Veil" is written in a smaller, white, sans-serif font below it.

# KLONOA 2

Lunatea's Veil

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## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

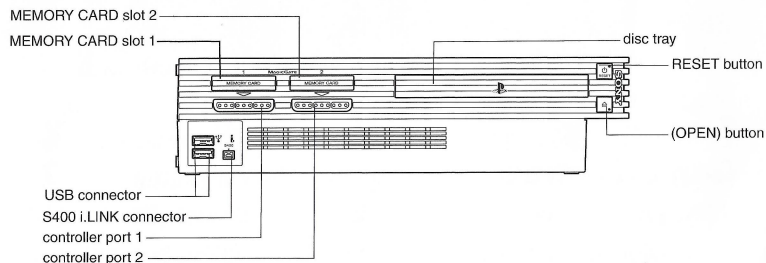
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# STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *KLONOA 2 Lunatea's Veil* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARDS

This game uses 370KB of space on a memory card (8MB) (for PlayStation®2). The first time you play, you can create a file region for *KLONOA 2 Lunatea's Veil* on the memory card (8MB) (for PlayStation®2). Each memory card (8MB) (for PlayStation®2) can save up to 4 names, and each of those in turn can handle four saves. However, multiple file regions cannot be created on a single memory card (8MB) (for PlayStation®2).

\* See page 27 on how to save.

# GAME CONTROLS

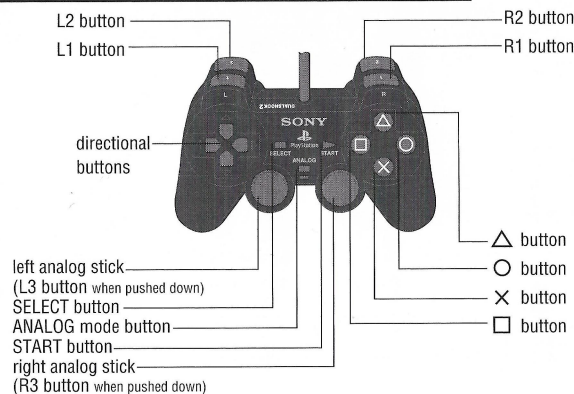
Here's an explanation of the controls. Use the 1P controller for *Klonoa* and the 2P controller for *Popka*.



## ANALOG CONTROLLER

Controls are as follows. For more detail, see page 4.

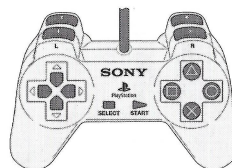
### DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



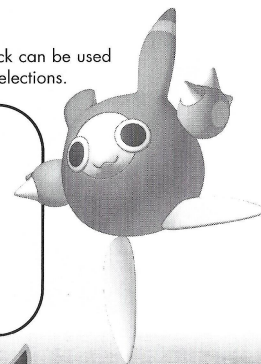
\* This game does not support the vibration function.

\* When switched to Analog Mode (LED:ON), the Left Analog Stick can be used like the Directional Buttons to control *Klonoa* and make menu selections.

### CONTROLLER

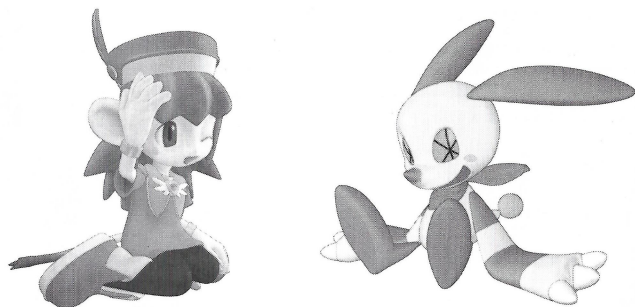


Controller operation is the same, aside from Analog Mode.






	VISION CONTROLS	WORLD MAP CONTROLS	PUPPET DISPLAY MENU SELECTION CONTROLS
R1 Button	Remaining Lives Momett Doll Tracker	Display Status Screen	
L1, L2 Buttons	Action Button		
Directional Buttons	Control Klonoa	Control Klonoa	Select Menu
Left Analog Stick	Control Klonoa [LED:ON]	Control Klonoa [LED:ON]	Select Menu [LED:ON]
START Button	Pause Menu Popka Mode On/Off [2P Controller]	Menu Screen	Skip All Messages
△ Button	Jump		Cancel Menu
○ Button	Shoot		Fast Forward Messages
⊗ Button	Jump	Enter Vision	Next Message
□ Button	Shoot Popka Jump [2P Controller]		

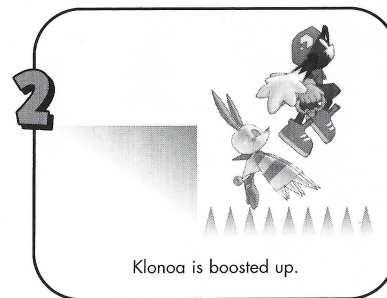
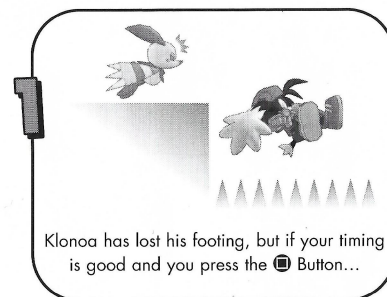


## POPKA MODE (USING 2P CONTROLLER)

Popka Mode enlists the aid of another player who uses the 2P controller to control Popka. Turn this mode **ON/OFF** during a Vision by pressing the START Button on the 2P controller.

When Klonoa is about to fall, give him a boost by pressing the  Button. However, don't forget that timing is crucial in this move!

Aside from preventing falls, there are other means of using the Popka Jump. Get Klonoa across areas where the action is hot and heavy, or where mechanics like a moving floor make waiting a necessity.



\* A second controller is necessary for Popka Mode.





# STORY

Welcome to the enchanted world of Lunatea.

In each of Lunatea's four Kingdoms, there exists a very special item called the Harmony Bell. These Harmony Bells are responsible for maintaining peace throughout Lunatea.

However a Fifth Bell, belonging to none of the Kingdoms, is about to appear in Lunatea. This Fifth Bell brings Chaos with it, causing monsters to run amok and priestesses to fall ill.

Lunatea's best prophet, Baguji the Wise, divines that a Dream Traveler would appear in their time of need, and that a Ring would be the key to Lunatea's salvation.

Then one day, Klonoa meets the apprentice priestess Lolo and Popka at the Sea of Tears.

"I'm Lolo, the apprentice priestess."

"This is Popka."

"I'm Klonoa."

"So Klonoa...is the name of the Dream Traveler..."

"Please Klonoa, won't you help us?"

What is a "Dream Traveler"?

And Lunatea?

Though Klonoa hasn't a clue, his curiosity gets the better of him. Blowing caution to the wind, he joins Lolo and Popka on their quest to save Lunatea.

And so the adventure unfolds!



# WELCOME TO LUNATEA

The Kingdom of Indecision, Mira-Mira

Ishras Ark

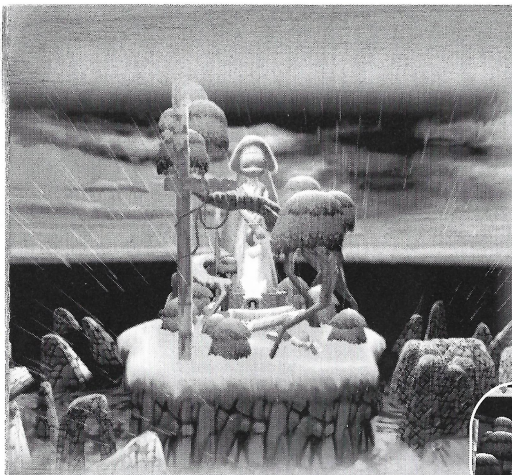
The Kingdom of Discord, Volk

The Kingdom of Tranquility, La-Lakoosha

The Sea of Tears

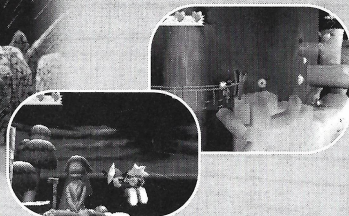
The Kingdom of Joy, Joilant





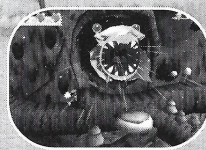
### The Sea of Tears

A stormy sea filled with giant waves. At the heart of this sea is the Island of Claire, where a huge timeworn statue of the Goddess keeps watch over the Sea of Tears.



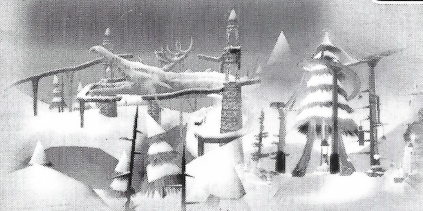
### The Kingdom of Tranquility, La-Lakoosha

The worshippers of the Goddess Claire dwell in a quiet and peaceful country. The path to Claire Moa Temple passes through Glowshroom Cave, which is lifted up from obscurity by the mysterious light of its giant mushrooms.



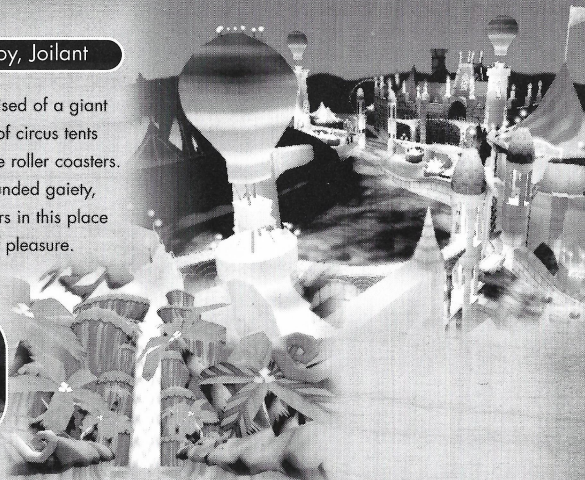
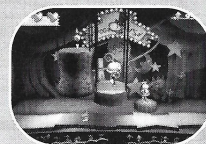
### The Kingdom of Indecision, Mira-Mira

A country hemmed in by snow and ice. Its inhabitants are quiet unsophisticated people, and strangers are not welcome here. Although a beautiful Kingdom, a perpetual sadness permeates the land.



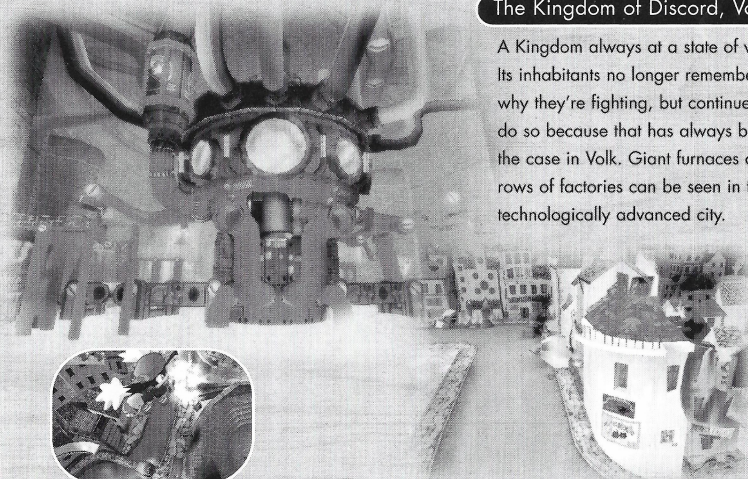
### The Kingdom of Joy, Joilant

An entire Kingdom comprised of a giant amusement park. It is full of circus tents and various attractions like roller coasters. Joilant is a place of unbounded gaiety, yet there are many dangers in this place dedicated to the pursuit of pleasure.



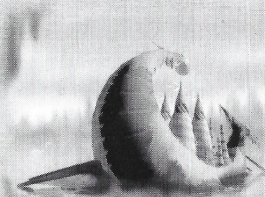
### The Kingdom of Discord, Volk

A Kingdom always at a state of war. Its inhabitants no longer remember why they're fighting, but continue to do so because that has always been the case in Volk. Giant furnaces and rows of factories can be seen in this technologically advanced city.



### Ishras Ark

In a secluded lake between La-Lakoosha and Mira-Mira lie the remains of an ancient ark. It is said that this ship, Ishras Ark, once traveled across all the lands of Lunatea...



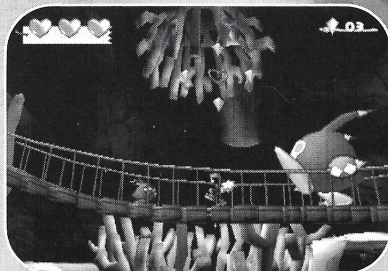


# GAME DESCRIPTION

*KLONOA 2 Lunatea's Veil* is an action game in which Klonoa's adventures consist of clearing various Visions and battling formidable Bosses. The basic game contents will be explained below.

## What are Visions?

The modes in which you control Klonoa and enjoy the game are called Visions. There are two types of Visions: one where you defeat enemies and collect Items, and another that consists only of Boss Battles. Clear Visions by using Klonoa's Ring to capture enemies, throwing captured enemies, and performing Double Jumps or other moves.



## What is the World Map?

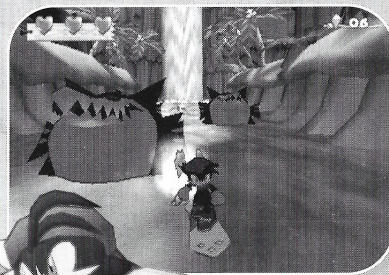


Klonoa can move freely over the World Map and choose which Visions to play. You can replay Visions over and over, or just follow the story. You're free to choose the path that appeals to you most!

## New to Klonoa 2

In addition to the regular Visions in *KLONOA 2 Lunatea's Veil*, there are Visions that take place while riding on Hover Boards. These Visions allow you to enjoy adventures of a slightly different flavor.

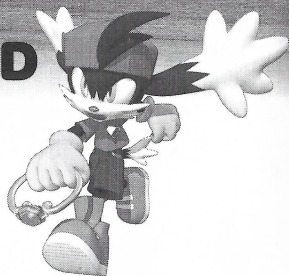
You can also use the 2P controller to control Popka, so that he can assist Klonoa as needed. Use teamwork to complete the Visions.





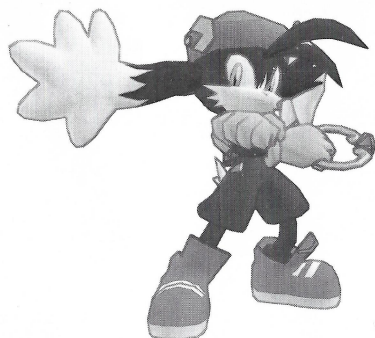
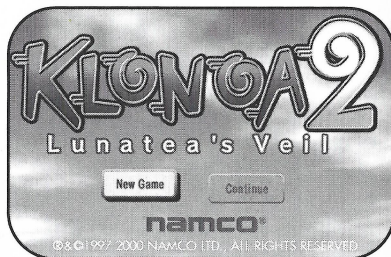
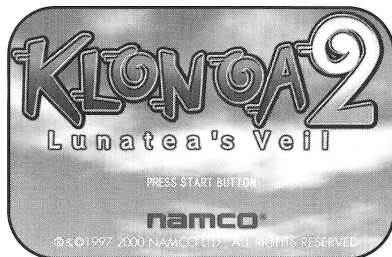
# GETTING STARTED

Here's how to get started. Follow the directions to get ready for your adventure.



## TITLE SCREEN

Press the START Button during the Title Screen to display the menu. If you select New Game, you can play from the beginning. If you want to continue playing from a previous save, select Continue. Use the Directional Buttons to select, then press the **X** Button to accept.

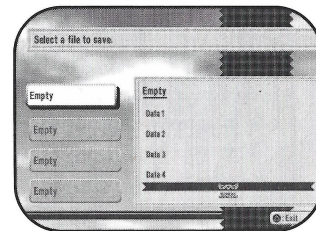


## NEW GAME

First select a file to save to, in the Select File Screen. It will then move to the Name Input Screen, so enter a name here. At this time, if you select a file with data already in it, it will move to the Overwrite File Screen. To overwrite the file, use the Directional Buttons to select **YES**, and press the **X** Button. Return to the Select File Screen by selecting **NO**, or pressing the **△** Button. Adjust the game settings in the Options Screen (see p.16), and you're ready to play. Each menu is explained below.

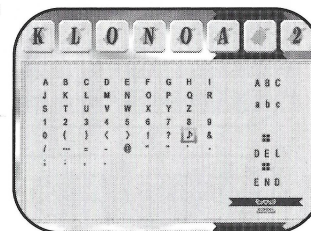
## SELECT FILE SCREEN

Use the Directional Buttons to choose the location you want to create the file in, and press the **X** Button to accept. Press the **△** Button to return to the Title Screen.



## NAME INPUT SCREEN

Use the Directional Buttons to select letters, then press the **X** Button to accept. Select the blank then press the **X** Button to enter an empty space. You can erase the previous letter by either selecting **DEL** or pressing the **△** Button. Once you have settled on a name, move the cursor over to **END** and press the **X** Button. You will be asked, "Is this name OK?". Select **YES** if it is correct, or **NO** to re-enter it.



You cannot create more than one file with the same name, on a single memory card (8MB) (for PlayStation®2). If a file with the same name already exists, follow the on-screen directions and enter another name.

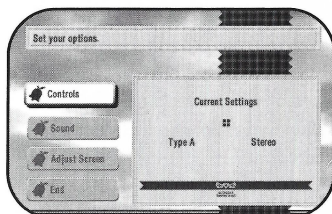


## OPTIONS

After entering a name, the Options Screen is displayed. The Options Screen can also be called up from the World Map Menu (see p.22).

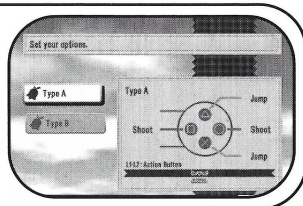
Options can be adjusted for the following: Controls, Sound, and Adjust Screen. When finished, use the Directional Buttons to select **End** and press the **X** Button. Now your settings will be saved.

However, if any of the settings are changed after the game starts, the new settings will be saved.



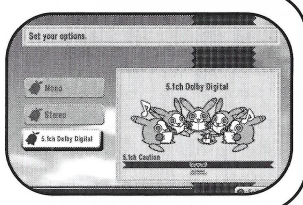
### CONTROLS

Select from one of two controller settings. Use the Directional Buttons to select, then press the **X** Button to accept.



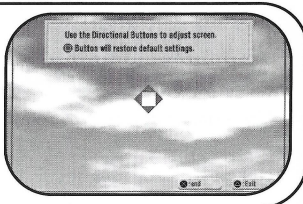
### SOUND

This allows you to switch the BGM and SE between Mono, Stereo, and 5.1ch Dolby Digital. You must have a 5.1ch Dolby Digital system in order to utilize this setting. Use the Directional Buttons to select, then press the **X** Button to accept.



### ADJUST SCREEN

Corrects deviations in the screen position. Use the Directional Buttons to adjust the screen, then press the **X** Button to accept. The **A** Button cancels the changes and returns you to the Options Screen.

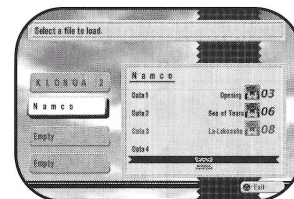


## CONTINUE

Select Continue to start from a previous save. First select a file to load in the Select File Screen. Now select a Save Data to load from the Select Save Data Screen. Each menu is explained below.

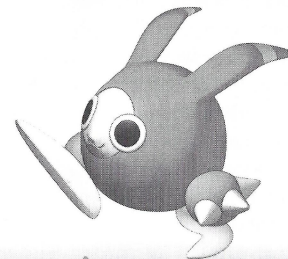
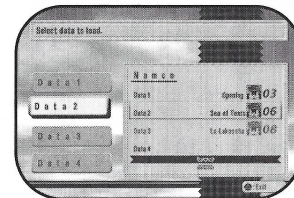
## SELECT FILE SCREEN

When Continue is selected, the Select File Screen is displayed. Choose a file with the Directional Buttons, and press the **X** Button to accept. The contents of the file will be shown at the center of the screen. Press the **A** Button to return to the Title Screen.



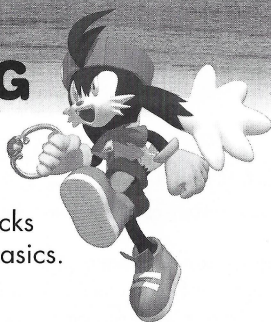
## SELECT SAVE DATA SCREEN

After a file is chosen, the Select Save Data Screen is displayed. Select Save Data with the Directional Buttons, then press the **X** Button to accept. The contents of the Save Data are displayed at the center of the screen. Press the **A** Button to return to the Select File Screen.





# CONTROLLING KLONOA



Klonoa's got various skills like attacks and Double Jumps. Here are the basics.

## CONTROLLING KLONOA

Control Klonoa with the Directional Buttons.



Up: Face Away from Screen, Enter Doorways.



Down: Face Toward Screen.



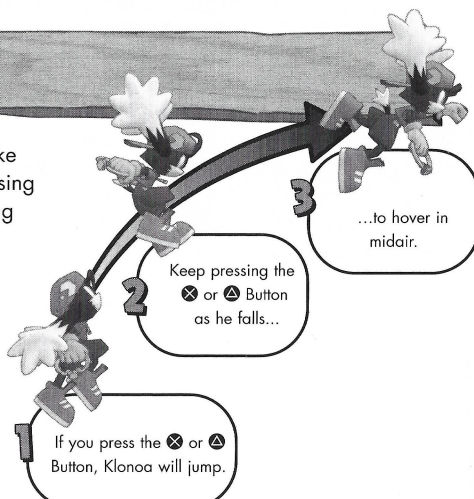
Left: Walk Left.



Right: Walk Right.

## JUMPING

Use the  $\times$  or  $\triangle$  Button to make Klonoa jump. Repeatedly pressing the  $\times$  or  $\triangle$  Button while falling will cause Klonoa to flap his ears, thus letting him hover briefly in midair. Though he can flap only once during a jump, if Klonoa takes damage, he can flap his ears again. But remember that Klonoa can't flap his ears while he has an enemy in hand.



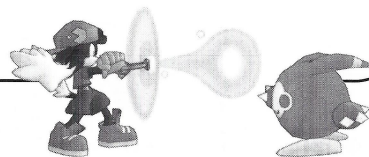
## ATTACKING

Press the  $\square$  or  $\bigcirc$  Button while closing in on an enemy to fire a Wind Bullet from Klonoa's Ring. This will capture an enemy and pump it full of air. Press the  $\square$  or  $\bigcirc$  Button again and Klonoa will throw the captured enemy.

Use the Directional Buttons along with the  $\square$  or  $\bigcirc$  Button to capture and throw enemies into the back or foreground. However, there are some enemies that can't be captured at all, so be careful.

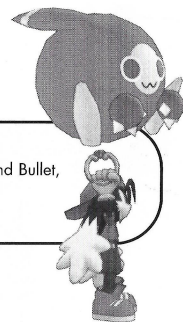
Shoot a Wind Bullet by pressing the  $\square$  or  $\bigcirc$  Button.

1



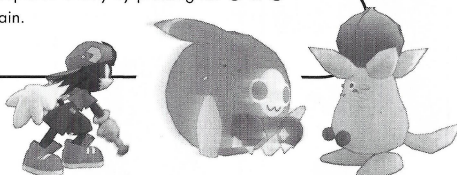
2

If you score a direct hit with the Wind Bullet, you can capture an enemy.



3

Throw a captured enemy by pressing the  $\square$  or  $\bigcirc$  Button again.



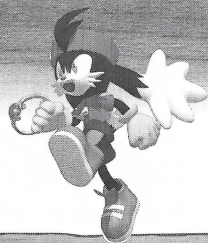
4

A thrown enemy will explode if it hits another object or enemy, or if it flies past a set distance.





# CONTROLLING KLONOA

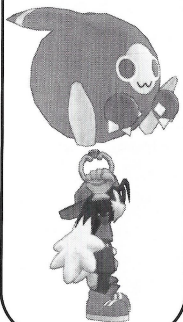


## DOUBLE JUMP

An enemy will help Klonoa jump even higher than normal. To do this, press the **X** or **A** Button to jump with a captured enemy in hand. This is a Double Jump. Use it to attack enemies beneath Klonoa, or to capture another enemy. To do this, perform a Double Jump, then perform yet another Double Jump. It is also possible to perform a Double Jump not only while jumping up, but also while falling down.

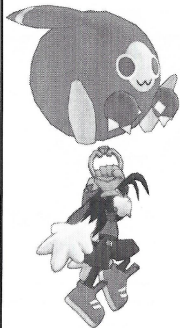
1

Press the **□** or **○** Button to shoot a Wind Bullet and capture an enemy.



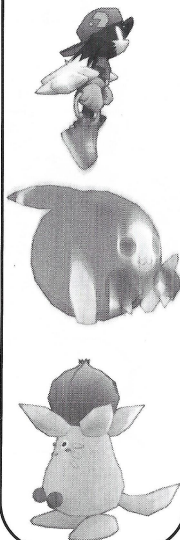
2

Use the **X** or **A** Button to jump, then press the **X** or **A** Button again while in midair...



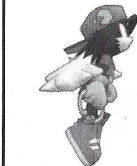
3

Perform a Double Jump, and the enemy is kicked beneath Klonoa.



4

Use this attack on enemies below Klonoa.



## CONTROLLING A HOVER BOARD

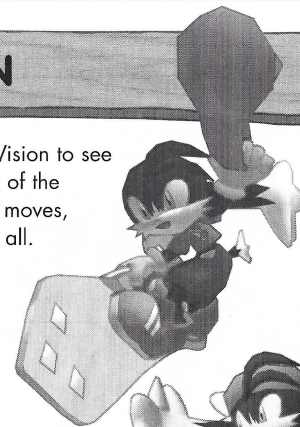
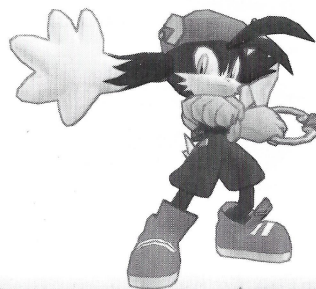
In addition to the regular Visions, there are others in which Klonoa rides a Hover Board. When riding on a Hover Board, Klonoa is controlled by the Directional Buttons.



When moving away from player	UP	DOWN	LEFT	RIGHT
When moving towards player	DOWN	UP	RIGHT	LEFT
When moving sideways	LEFT	RIGHT	—	—

## ACTION BUTTON

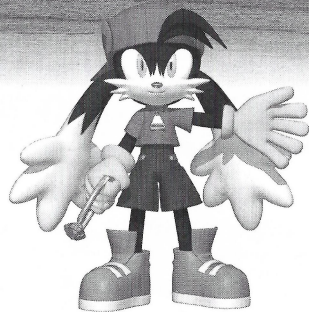
Press the **L1** or **L2** Button during a Vision to see Klonoa's various moves. The timing of the button presses determines Klonoa's moves, so be sure to experiment with them all.





# WORLD MAP

The World Map is used to move from Vision to Vision. Pressing the START Button while on the World Map will display the Menu Screen.

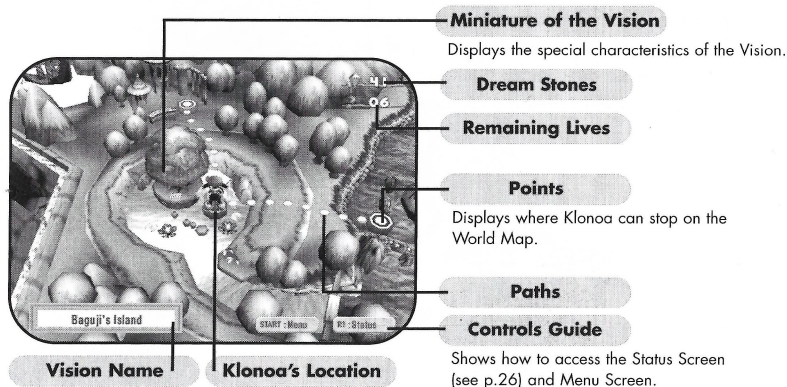


## VIEWING THE WORLD MAP

Use the World Map to move around and select Visions to play. Move Klonoa to a particular point using the Directional Buttons, then enter the Vision by pressing the X Button. Occasionally two Visions are displayed for a single point. In this case, select either Vision, once both Visions are cleared.

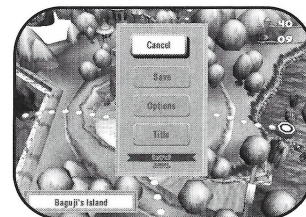
### WORLD MAP

The following headings are displayed on the World Map Screen.



### MENU SCREEN

Press the START Button while on the World Map to display the following headers: Cancel, Save, Options, and Title. Use the Directional Buttons to select, then press the X Button to accept.

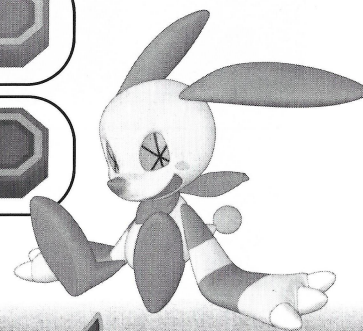
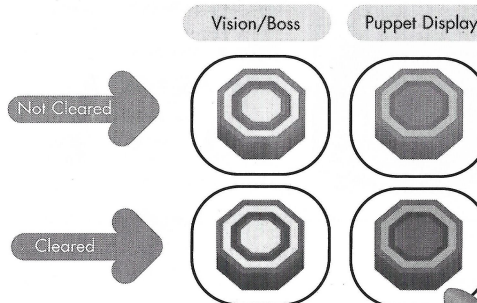


Select Save to save your current progress (see p.27). Select Option, to change your options settings, and select Title, to quit the game and return to the Title Screen. To return to the World Map, select Cancel or press the A or the START Button.

### REGARDING POINTS

There are four types of Points. Select an Uncleared Vision/Boss or Uncleared Puppet Point on the World Map to start the Vision/Boss Battle or Puppet Display. (The uncleared Points will be Red).

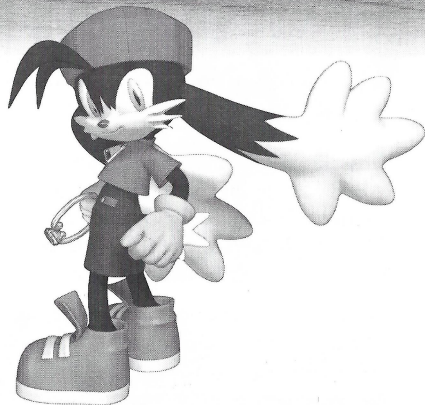
Select the Cleared Vision/Boss Point to replay that Vision or Boss Battle again, but a Cleared Puppet Point cannot be selected. (The cleared Points will be Blue).





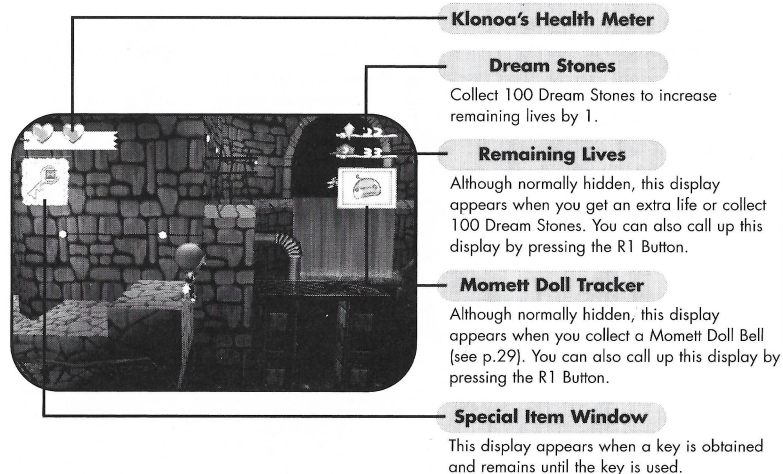
# VISIONS

Here's an overview on how to view the Vision and Boss Battle Screens, as well as the basic Vision Rules.



## VISION SCREEN

Klonoa's Health and Items are displayed on the Vision Screen. The screen's usage is explained below.

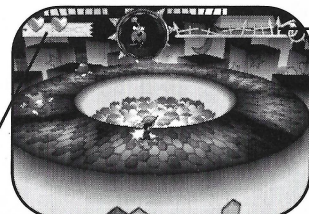


## BOSS BATTLES

Entering a Boss Point will cause a Boss Battle to begin. Decrease the Boss' health meter by hitting it with captured enemies. Clear the Vision by reducing the Boss' health meter to 0.

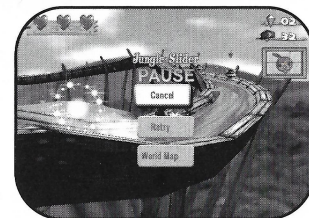
**Klonoa's Health**

**Boss' Health Meter**



## PAUSE WINDOW

Press the START Button during a Vision to display the Pause Menu. Select World Map to switch to the World Map, or select Retry to replay that Vision. Use the Directional Buttons to select, then press the  Button to accept. Select Cancel or press the START Button to return to the Vision.



## VISION RULES

- Klonoa's health meter will go down when an enemy touches or hits him. When the health meter is completely depleted, Klonoa will lose a life.
- If Klonoa falls off a ledge, or into water he will lose a life, regardless of his health meter.
- Picking up a Heart will restore Klonoa's health meter by a small margin. Clearing a Vision will restore Klonoa's health meter fully.
- Collect 100 Dream Stones or pick up a 1 UP Coin to increase the number of remaining lives by 1.
- It's Vision Over if Klonoa loses a life and has no remaining lives.





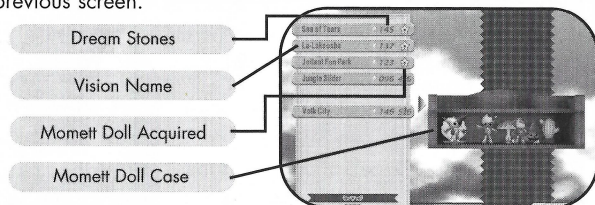
## STATUS SCREEN and PUPPET DISPLAY

The Status Screen shows Items gathered and the details of each Vision cleared. The Puppet Display shows the characters' messages.



### HOW TO VIEW THE STATUS SCREEN

Press the R1 Button on the World Map, to display the Status Screen. Here you can see the results of each Vision cleared, as well as how many Items and Momett Dolls (see p.29) have been acquired. Press the Button to return to the previous screen.



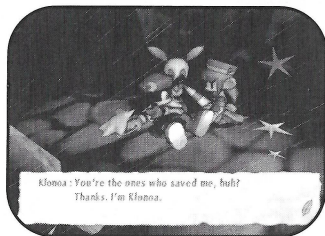
The Momett Dolls acquired so far are displayed here. Try to acquire as many as possible to complete the collection.

Acquiring 150 Dream Stones or more will open up additional surprises.

### PUPPET DISPLAY

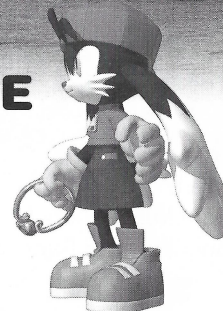
The Puppet Display shows the character's conversations. Details about the adventure are covered in these conversations, so be sure to listen closely. Press the or Button when you're ready to play the next message.

It is also possible to fast-forward a message by pressing the Button. Pressing the START Button once will skip the messages entirely.



## SAVE and CONTINUE

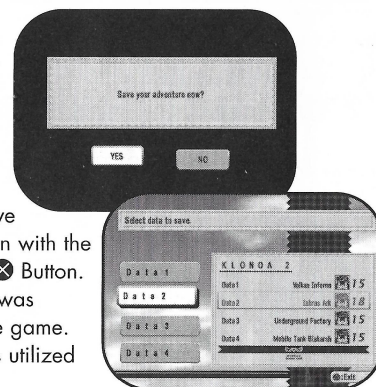
Save after clearing a Vision, or from the World Map. Use Continue when Klonoa loses all remaining lives during the middle of a Vision.



### SAVING

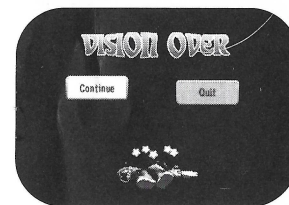
Clearing a Vision will take you to the Confirm Save Screen. Select **YES** with the Directional Buttons and press the Button to display the Select Save Data Screen.

Selecting Save on the World Map will also take you to the Select Save Data Screen. Select a save location with the Directional Buttons and press the Button. You can only save on the file that was originally loaded at the start of the game. Only the MEMORY CARD slot 1 is utilized for saves.



### CONTINUE

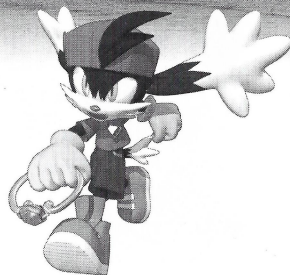
Even if all of the remaining lives are used up, select Continue to start that Vision over again. To end the game, select Quit. Use the Directional Buttons to select, and the Button to accept. You can Continue an unlimited number of times.





# ITEMS

There are two types of Items, those acquired by touch, and those acquired only through fighting.

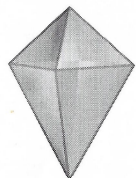


## ITEMS ACQUIRED VIA TOUCH

Klonoo can pick up these items just by touching them.

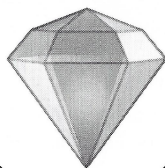
Dream Stone (small)

Collecting 100 of these will increase Klonoo's remaining lives by one.



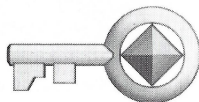
Dream Stone (large)

One of these equals five small Dream Stones.



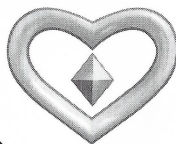
Key

Some doors can't be opened without one.



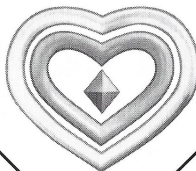
Heart (small)

This will restore Klonoo's health meter by one level.



Heart (large)

This will restore Klonoo's health meter by two levels.



1 UP COIN

This will increase Klonoo's remaining lives by one.

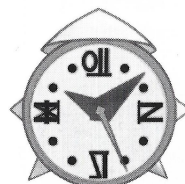


## ITEMS ACQUIRED VIA ATTACK

Obtain these Items by hitting them with a Wind Bullet or a captured enemy.

Memory Clock

When Klonoo loses a life, the game will restart at the location of this clock. All Items acquired up to this point will be recovered.



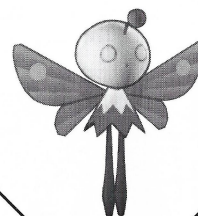
Ngapoko Egg

Contains items helpful to Klonoo, such as Dream Stones or Hearts. Reveal the contents of an egg by throwing an enemy at it.



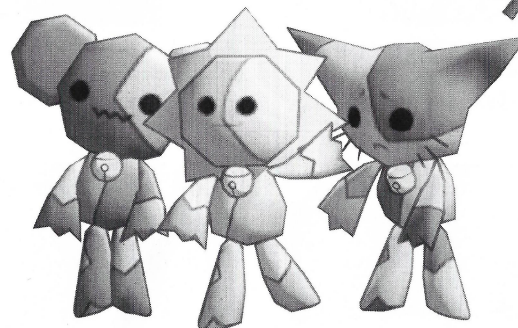
Mirror Spirit

A Mirror Spirit doubles the Dream Stones that Klonoo acquires.



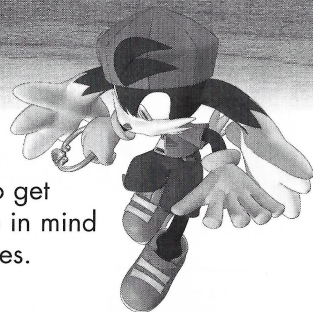
Momett Doll Bell

There are six Momett Doll Bells in each Vision. Each time one is acquired, the Momett Doll Tracker appears on the Vision Screen. Clear the Vision with all six Bells to acquire a Momett Doll. Check out the doll collection in the Momett Doll Case on the Status Screen.





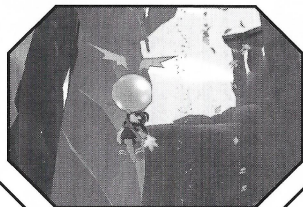
# MECHANICS



Take advantage of various mechanics to get Klonoa through the adventures but keep in mind that each mechanic has unique properties.

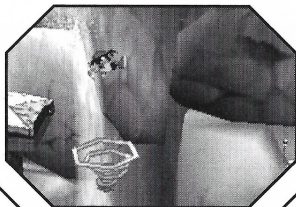
## Goomi

Hit one with a Wind Bullet to hang from them. Some Goomis can also move. Use them to get Klonoa around.



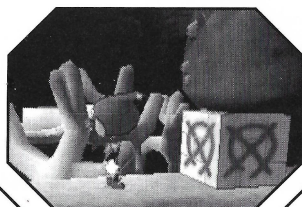
## Whirlwind

Touching one will bounce Klonoa up and over. Use the Directional Buttons to adjust Klonoa's trajectory in mid-flight.



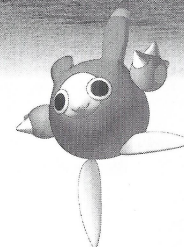
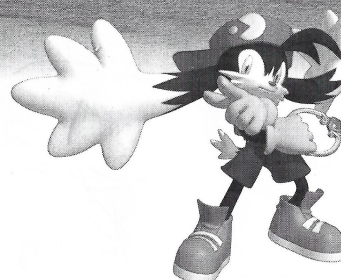
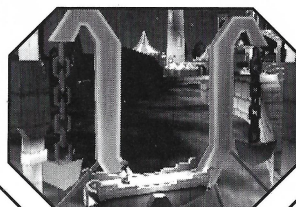
## Box

Throw an enemy at them to break one open. They often contain rare items, so be sure to check them out.



## Swing Ship

Throw an enemy at it to make the ship swing. Use a Swing Ship to access higher places.



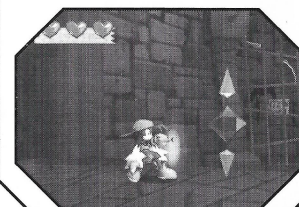
## Fordon

Touching one will get Klonoa sucked in, then shot out over long distances. Use them to get Klonoa around.



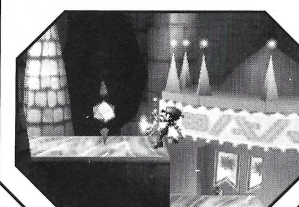
## Time Switch

These turn off after a set period of time passes. Triple Switches are not activated until all three switches are moving simultaneously.



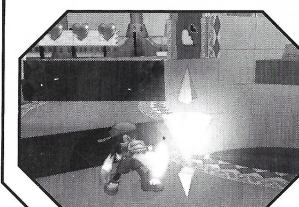
## Switch

Activate these by shooting a Wind Bullet or by throwing an enemy into it. Switches open doors and activate mechanisms.



## On/Off Switch

It switches On/Off when hit with a Wind Bullet. Open up paths by experimenting with various switches.

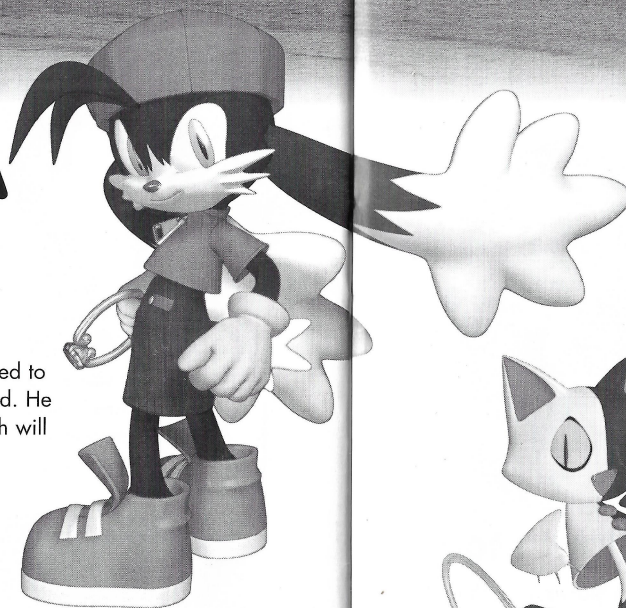




# PEOPLE OF LUNATEA

## Klonoa

An energetic and inquisitive boy, he is referred to as the Dream Traveler in this enchanted world. He is unwittingly drawn into an adventure, which will determine the fate of this world.



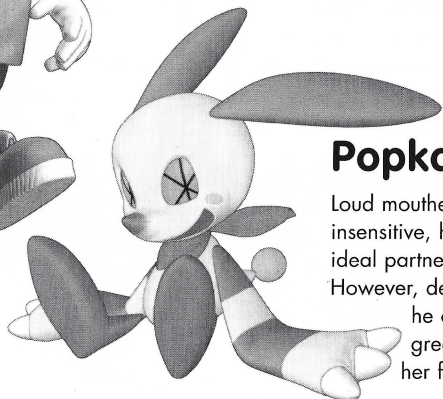
## Lolo

A girl who meets Klonoa at the Sea of Tears. Although she hopes to become a priestess in charge of peacemaking across the world, she keeps failing the test. But she keeps trying in spite of this, and doesn't let it get her down.



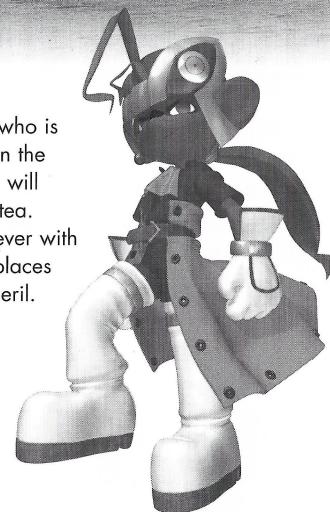
## Popka

Loud mouthed, pushy, and insensitive, he isn't the ideal partner by any means. However, deep down inside he cares for Lolo greatly, and supports her from the sidelines.



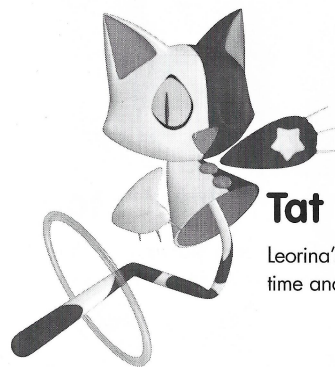
## Leorina

A female sky pirate who is attempting to awaken the Fifth Bell. This in turn will bring Chaos to Lunatea. Cool-headed and clever with her dirty tricks, she places Klonoa in constant peril.



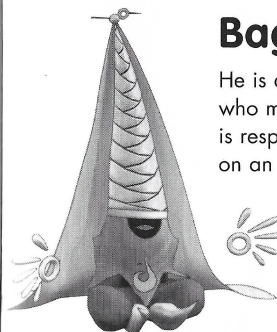
## Tat

Leorina's saucy sidekick, she pops up under Klonoa's nose time and again, and trouble is usually not far behind.



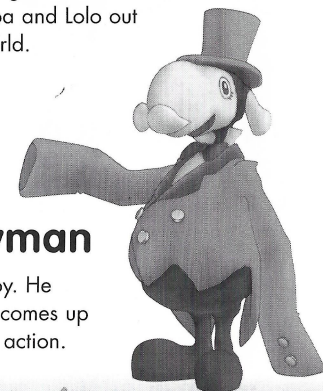
## Baguji the Wise

He is a mysterious prophet of unknown origin, who makes his home beneath a giant tree. He is responsible for sending Klonoa and Lolo out on an adventure to save the world.



## Momett the Showman

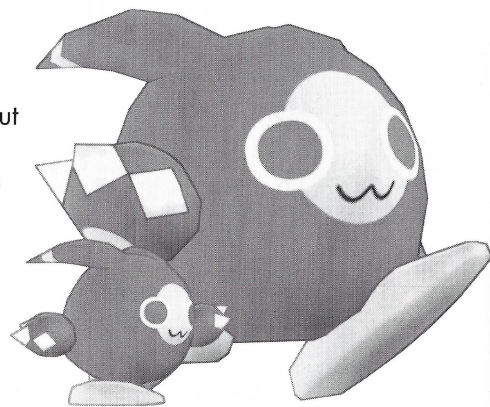
He is an entertainer from Joilant, the Kingdom of Joy. He gradually creates more and more attractions as he comes up with ideas for new ones, while watching Klonoa in action.





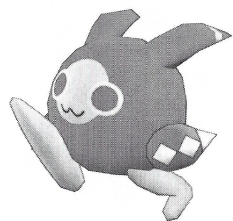
# ENEMIES

Various enemies are encountered during Klonoa's travels throughout the land of Lunatea. Find their weaknesses and use them to your advantage.



## Giant Moo

A Moo that has grown quite large after ingesting Dream Stones. It can't be captured but you can jump on top of it, if you first hit it with a Wind Bullet.

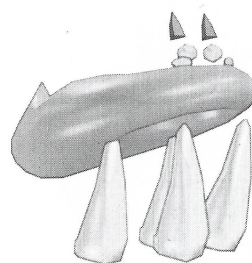
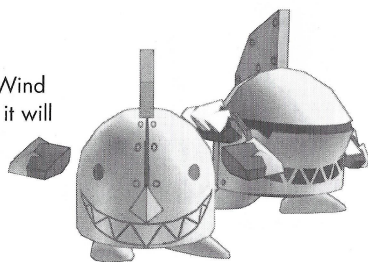


## Moo

A cute character who also happens to be an enemy. It haplessly wanders along on its merry way.

## Armored Moo

The tough armor on this Moo will deflect Wind Bullets, but throwing a captured enemy at it will destroy its armor.

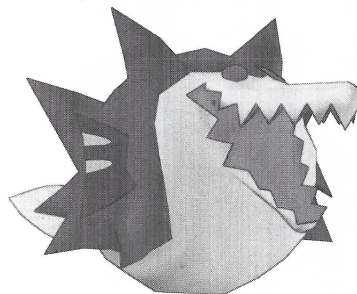
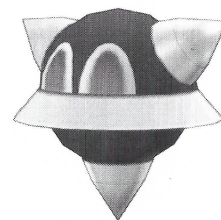


## Kiton

Catch it with a Wind Bullet, then press the Jump Button repeatedly to fly in the sky. The height can be adjusted by varying the number of times you press the Jump Button.

## Spiker

Shooting Wind Bullets or throwing captured enemies at it have no effect whatsoever, so there's no choice but to leave it alone and get by.

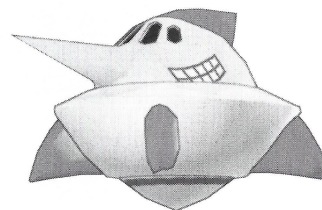


## Digon

A giant violent fish which inhabits the rivers and bogs of Lunatea. Like the Spiker, it is invincible to attacks, so you must leave it alone.

## Jetimo

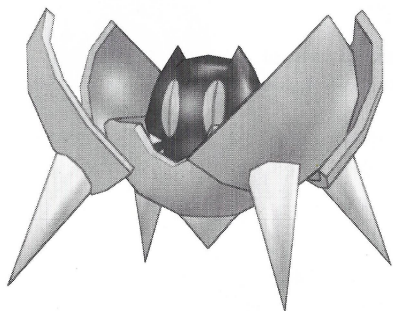
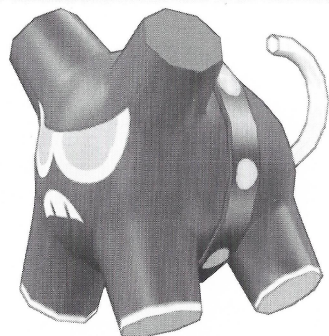
Upon capture, it flies high into the air but you can't get rid of it until it explodes.





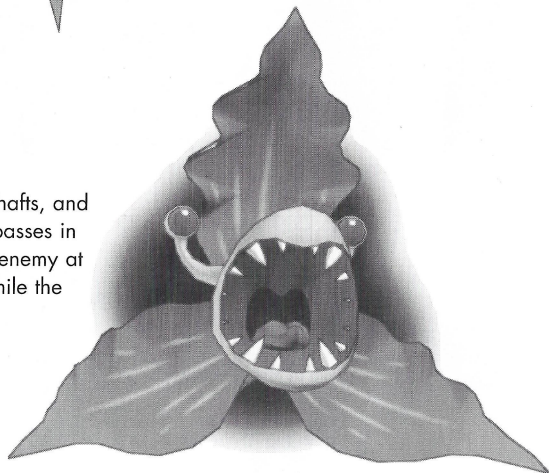
## Boomie

This character explodes after a set amount of time elapses. Once it starts to glow, watch out! Throw it against a wall and it will fall straight down and explode once the time elapses.



## Spindle

Its hard shell deflects any and all attacks from the side. Try to jump above it and attack from above.

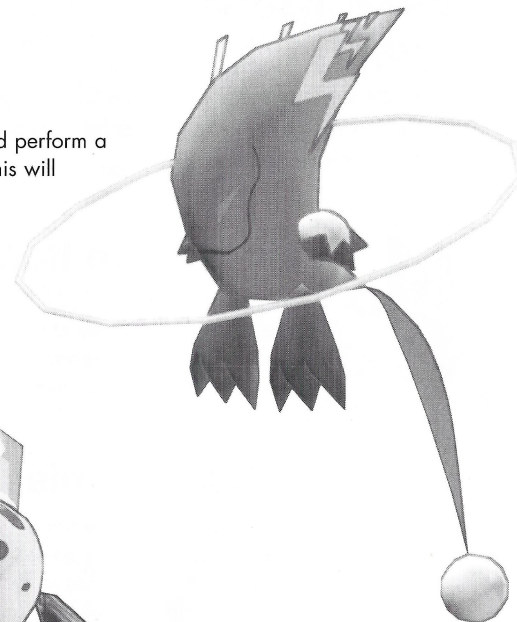


## Ow-Gow

They live in caves and shafts, and try to eat anything that passes in front of them. Throw an enemy at it, and try to slip past while the Ow-Gow is eating.

## Erbil

Capture one and perform a Double Jump. This will electrify Klonoo and allow him to defeat enemies by flying into them.



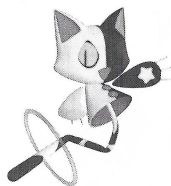
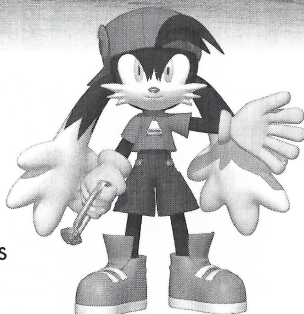
## Likuri

Capture one and throw it against another enemy. It will not only change its color, but it'll return to you as well. The sequence of color changes is yellow, blue, then red depending on the number of times it hits another enemy.



## GAME HINTS AND TIPS

In *KLONOA 2 Lunatea's Veil* there are areas which require the use of enemies to move forward, and Items which are hidden from view.



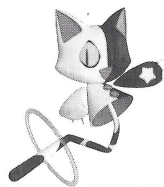
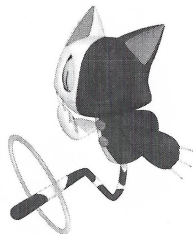
### Find Hidden Items

Some Items can't be seen until Klonoa touches them. Look closely at the ground to find an occasional odd shadow, then jump above it to find the hidden Item.

### Use Enemies

It is important to make good use of enemies in this game. A Kiton will help Klonoa to fly in the air and to reach high places. A Boomie will explode after a set amount of time elapses, and is indispensable for solving puzzles which use time delays.

Don't forget to throw a captured enemy at boxes marked with an X. This will open up blocked paths or reveal hidden Items.



### Acquire Momett Dolls

There are six Momett Doll Bells in each Vision. A Momett Doll is acquired when all six Bells are collected and the Vision is cleared. Collect all the dolls and take them to Momett's House...then see what surprise awaits...

## CREDITS

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